

INDOMINANT

COMBAT QUICK REFERENCE CARD

ACTION POINTS

AP per Turn

Main Action

Evade- Enemies Attacking the user to make the Attack with **Weakness** for one Round of Combat.

Minor Action

Move Action

2nd, 3rd ...

Move- Move up to your Movement value in distance on this turn.

Leap- Jump 1 Unit + ½ Might or ½ Agility (whichever is higher) in distance and height, up to a value equal to your Movement.

Disengage- Move 1 Unit, this Movement does not provoke **Reactive Strikes**.

Free Action

Hold Action

Gain +1 AP on your next turn.

Make Check

Reaction

One Reaction per round.

Reactive Strike- When an Enemy that is in Melee Range leaves your Melee Range, you may use a **Reaction** to make a **Reactive Strike**, using any **Base Power** that targets an Enemy.

RULES REFERENCE

Dominance/Weakness

Dominance adds a die to your d20 rolls. Weakness subtracts a die from your d20 rolls. Stack 1, 2, 3, 4, 5, or 6 times, which add or subtract a d4, d6, d8, d10, d12, or d20 respectively to your d20 roll. Treat the added die as part of the d20 roll for Critical Hits and Critical Failures.

Momentous Actions

Use in response to an Action, occurrence, or activity to add a Benefit and correlated Consequence:

+4 to Attack/Stat Check- Reduce the Stat that was used by 2 until you Rest. If used for an Attack, reduce the Main Stat your Attack Modifier is based on. This can make it negative, and can't reduce Max Health.

+5 to Skill Check and extra benefits- Lose -4 to all Skill Check Attempts with the Skill that was used until you Rest.

Lift object of 1 Size/Weight higher than usual- Gain 1 **Injury Level**.

Prevent or Remove on Negative Status Effect- Take 2x your Level in Penetrating Damage, and reduce your Maximum Health by the same amount until you Rest.

Use Move Action to intercept a Power- Take full damage and effects of intercepted Power, and become **Slowed** until Rest.

Downed Actions

Assist Ally- Ranged. Grant Ally +1 to next Check or Attack.

Crawl- Move 1 Unit, without provoking **Reactive Strikes**.

Knock Down- Melee. Target must succeed an Agility Check with a Difficulty of 6 + Control Modifier or be **Knocked Down**.

Speak- Speak a single sentence aloud.

Throw Off Aim- Melee Attack, reduces Enemy's next Attack attempt value by 2.

Use Base Power- Can't Target yourself. Attacks made w/ **Weakness**, Checks made by Enemies made w/ **Dominance**.

INDOMINANT

STATUS EFFECTS

NEGATIVE STATUS EFFECTS

Blinded- Target Attacks with Weakness, and to use Powers on Allies must Succeed an Attack attempt against the Target Ally with Weakness. Attacks made against Blinded Targets are made with Dominance.

Burning- Target takes Damage Over Time (DOT) at the beginning of their turn, the duration and damage are defined in the Power or effect that caused it.

Dazed- Action Point total reduced by 2.

Diseased- Targets infected with a Disease make all Attacks and Checks with Weakness. This effect lasts until cured or removed by Advanced Treatment.

Disrupted- Can't use Tiered Powers for the duration of the disruption. Can still use Base Powers.

Downed- Target is Knocked Down, can't stand up, and can only perform Downed Actions. Becoming Downed removes all Positive and Negative Status Effects.

Drained- Make all Stat Checks with Weakness.

Fatigued- Make all Stat Checks with Weakness. Attacks made against the Target are made with Dominance.

Frozen- Action Point total reduced by 3, Movement is reduced to 0, and can't use Reactions. Damage from non-DOT or Ground Effects removes this effect.

Immobilized- Movement is reduced to 0, and automatically fail Agility Checks. Attacks made against an Immobilized Targets are made with Dominance. Immobilized Targets make Attacks with Weakness. At end of turn can attempt the Check again, with same Difficulty of effect that caused the Immobilize, to attempt to remove the Status Effect.

Incapacitated- A result of not getting enough Rest after 144 hours, unable to use any Actions, speak, or Move until they get a full 8 hours of Rest to remove the Fatigue, and Incapacitated Status Effects.

Knock Back- A power or effect causes a target to be moved back up to the amount of units described by this power.

Knocked Down- Attacks against effected Target are made with Dominance. Can use a Movement Action and 3 Units of Movement to stand up and remove this effect. Can't Move while Knocked Down.

Petrified- Target can't perform any Actions or Reactions, and takes 50% (rounded down) reduced damage. Attacks automatically hit Petrified Targets, and Petrified Targets automatically Fail all Checks.

Poisoned- Take Penetrating damage at the start of turn, the duration and damage are defined in the power or effect that caused it.

Slowed- Base Movement halved and make Agility Checks with Weakness.

Stunned- Action Point total reduced by 3, Movement halved, and Defense, Attack attempts, and Stat Check attempts are reduced by 2.

Taunted- Must use 1 Movement Action and spend all Movement to move towards the Target that caused the Taunt it unless already within Melee Range, and must attempt to Attack it once if possible. If at least one Attack was attempted against the Target of the Taunt, the remainder of the Taunted Target's turn is free to be used as the Target wishes. If the Target of the Taunt is defeated, this Status Effect wears off.

Terrified- Must use 1 Movement Action and spend at least half of Movement to move away from the Target that caused the Terrified effect, and can't willingly Move towards them. Also makes Attacks against the Target that Terrified it with Weakness.

Wounded- Take Penetrating damage at the start of turn, the damage and duration being described in the Power or effect that caused it. This Status Effect can stack, adding the damage of each stack together, each new stack sets the duration of the Wounded Status Effect to the most recently applied stack's duration.

POSITIVE STATUS EFFECTS

Invisible- Target cannot be seen with Normal Vision and cannot be Targeted, besides with the use of special vision, by Targets that are more than 2 Units away. Invisible Targets make Attacks against Targets who cannot see them with Dominance, but Attacking, using an item, or using a Power removes the Invisibility Status Effect. Targets within 2 Units of Range can see Invisible Targets, but make Attacks against them with 2 stacks of Weakness. Invisible Targets also have +5 on Sneak Skill Checks.

Hidden- The Target is blending into the environment or is hidden behind objects in some way. While hidden a Target cannot be seen naturally and their Enemies must attempt a Sense Skill Check to attempt to find them if they are in line of sight. When doing so the Sense Skill Check value must beat the hidden Target's Sneak Skill Check value. While Hidden a Target must Move at half Movement to maintain the Status Effect without making additional Sneak Skill Checks.